NOVEMBER/DECEMBER 2025

23UIM41 — PROGRAMMING IN JAVA

Time : Three hours Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

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1. Define Object - Oriented Paradigm.
2. List any two differences between Java and C++.
3. Outline the term token in Java.
4. Write syntax for declaring a constant in Java.
5. What is method of overloading?
6. Define final variable with example.
7. Define inheritance.
8. List any two advantages of interfaces.
9. List the various layout managers in Java.
10. Point out the two methods of Servlet Context.

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Explain benefits of Object-Oriented Programming.

Or

(b) Express your view on the Java program structure with an example.

12. (a) Explain decision-making statement in Java with examples.

Or

(b) Write a Java program to demonstrate use of arrays.

13. (a) Discuss constructors with an example program.

Or

(b) Explain static members in Java with an example.

14. (a) What are packages? Explain how to create and use them.

Or

(b) Discuss error handling mechanism in Java.

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15. (a) Visualize the architecture Servlet lifecycle with neat diagram.

Or

(b) Discuss JDBC connectivity steps in Java.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Evaluate the evolution of Java and explain how its features solve the drawbacks of C and C++.

17. With suitable examples, analyze different looping structures in Java.

18. Construct a Java program using inheritance that demonstrate method overriding and final methods.

19. Develop a multithreaded Java program to print even and odd numbers concurrently.

20. Construct and explain the flow of communication between HTML and Servlet with an example.

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